

CONFLICT OF HEROES®

AWAKENING THE BEAR Mission Book



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Operation Barbarossa

IN JUNE 1939, Germany and the Soviet Union entered into a “Treaty of Non-Aggression” in which both countries agreed to remain neutral in the event that either nation was attacked by another country. This Nazi-Soviet pact ensured the security of Germany’s eastern flank should a German attack on Poland precipitate war with the western democracies. The treaty also included a secret protocol to divide Poland, Romania, Lithuania, Latvia, Estonia, and Finland into German and Soviet spheres of influence. This division would re-establish Germany’s 1914 borders, which had been severely restricted at the end of WWI.

In September 1939, just three months after the treaty was signed, Germany attacked Poland and occupied the western half of the country. The Soviet Union attacked and occupied eastern Poland. (*Conflict of Heroes: Price of Honour* focuses on this invasion.)

The “Treaty of Non-Aggression” expanded German and Soviet trade with Germany providing military technology to the Soviets in exchange for raw materials. The Nazi-Soviet alliance became strained in the following years as Germany became concerned with the Soviet occupation of Bessarabia, which threatened Germany’s main source of fuel: the Romanian oil fields. Germany also closely watched the Soviet build up of forces in Lithuania, Latvia, Estonia, and eastern Poland. Hitler saw these moves as a Soviet intent to launch a sneak attack on Germany. He had preached as early as 1926, with the publication of his book ‘Mein Kampf’, that war with Russia was inevitable.



Bolstered by the relatively easy conquest of France and the Low Countries, Hitler decided to blind side the Soviets with a sudden and massive attack. Hitler believed that with surprise and a concentration of force, he could quickly topple the Soviet Union ‘like a house of cards’.

On June 22, 1941, Germany attacked the Soviets in a large-scale operation code-named ‘Barbarossa’.

The Plan

The decision to attack the Soviet Union linked Hitler’s and the German Nazi leadership’s ideological goal of creating “living space in the East” (Lebensraum im Osten) with more pragmatic goals of protecting Germany’s sphere of power against the impending intervention and embargoes by Great Britain and the United States.

Russia, as in previous wars, provided an immense logistical problem against invasion. But the German High Command ignored these concerns, convinced that the “bumbling colossus” of the Soviet Union would, like France, collapse within a few weeks. The German command planned to use the Panzer (tank) and motorized infantry formations to cut through Soviet lines, encircle the enemy, and force their surrender in a rapid, combined-arms attack that became known as the Blitzkrieg.

The German Armed Forces (Wehrmacht) was divided into three Army Groups: North, Center, and South.

Army Group North would occupy the Baltic countries and the important Soviet city and naval base of Leningrad.

Army Group Center would act as the main attack element of the operation; its forces were to rapidly advance toward the Soviet cities of Minsk and Smolensk, destroying the enemy in Byelorussia. Once successful, Army Group Center’s attack would allow further attacks in the northwest and east.

Army Group South, a conglomeration of German, Romanian, Hungarian, Italian, and Slovakian forces would occupy the Ukraine and the Crimea.

In total, Germany and its allies would field 166 divisions composed of 2,900 planes, 3,600 tanks, 12,600 field and artillery guns, and 3 million mobilized soldiers. In the border regions, the Soviets would defend with 10,000 planes (only half were modern), 13,000 tanks, 50,000 artillery guns, and 2.9 million soldiers.

The Soviets grouped their forces into the North Front, the Northwest Front, the West Front, the Southwest Front, and the South Front. Six additional armies formed the STAVKA reserve, which was under the command of the

CONFLICT OF HEROES

AWAKENING THE BEAR

Mission List

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Soviet Supreme Leader Stalin. Like Hitler, Joseph Stalin had almost absolute powers in the Soviet Union.

The Invasion

The German Air Force (Luftwaffe) attacked and destroyed most of the Soviet Air Force which gave air superiority to Germany for the first few months of the campaign. However, the Luftwaffe also lost about 300 irreplaceable planes and many trained aircrews within the first days.

On the ground, the biggest German successes were carried out by Army Group Center. The Germans used a tactic of bypassing and then surrounding the Soviets into pockets from which they could not escape. In the pocket battles of Bialystok and Minsk alone, the Wehrmacht captured 328,898 prisoners and 3,102 guns, and destroyed 3,332 tanks. By July 10, Army Group Center was able to start its offensive on Smolensk. The "Smolensk battle" lasted two months and resulted in another large German victory. The Wehrmacht, however, suffered huge casualties and supplying troops deep within enemy territory proved to be increasingly difficult. Army

Group Center decided to stop its advance to regroup, giving the Soviet Red Army precious time to form new defensive lines in front of Moscow, which was less than 200 miles away.

Meanwhile, in the north, the Red Army withdrew before the German onslaught. On September 8, German forces were able to cut off the important port city of Leningrad from the south and from the east.

On the southern front, the advance was slow at first, because the Wehrmacht lacked enough motorized and Panzer units. However, by September the Wehrmacht occupied and controlled Bessarabia, large portions of the Ukraine and the Dnepr River.

Despite the successes, Hitler and the German High Command were nervous. What to do now? The pre-invasion plan had been to now attack Moscow. On August 21, Hitler, citing economic and political reasons, ordered Army Group Center to transfer one Panzer Group north

(continued on back cover)



Number of players per side.

Mission 1 – October 17, 1941

Partisans

Field Order

Comrades, this is a main supply road for the Germans. We will mine the road and ambush the next convoy. Destroy as many trucks as possible and then melt away to the East. We will rendezvous at camp.

—Partisan Leader Viktor S.

- ▼ Before each Mission, be led into the battle by the very words of those who fought it.

- ▼ Look for the situation description to explain the Why, Where and the How for the Mission in a broad, strategic view with tactical information.

General Situation

Remnants of cut-off Soviet infantry units, scattered after the fall of Kiev, have begun partisan activities. A heavily armed group of partisans operating near Priluki has been tracked by soldiers from the German 161st Infantry Division, sent to clean up the area. Worse for the Soviets, a detached squad of SS trackers are trailing the arriving partisan reinforcements from the East.

- ▼ Below is listed which Battle Cards are included in the Battle Card Draw Deck. This Mission includes all Cards 01 thru 13.



Cards 01-13



German Orders

Your men have been tracking a partisan group for a week. Informants claim the resistance is planning another coordinated ambush on a supply convoy. Find them!

Commander's Forces



Rifles 1/2 Platoon



2× Rifles

2× MG34

Round 1: The 161st Infantry Division Rifles Platoon enters via any full hexes along the south edge of the Map.

◀ Counter numbers for your Units are listed beside each counter image.

SS Tracker Unit



1× Pioneer

Round 3: The SS Tracker Unit enters the Map within 2 Hexes of Hex R01.

◀ When an entry area is listed instead of an exact Hex location, facing and placement in that area are up to you.

The SS Unit may not use Smoke or the Flamethrower during this Mission.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

1 End of each Round: For control of Hex I06.

For New Players

We suggest you remove the 'Destroyed' Hit Marker from your first Mission(s) as you learn *Awakening the Bear*. A sudden stroke of ill fortune, while it happens in wartime, should not dissuade you from "staying in the game" at first.



- The Round Track gives an overview of crucial Mission information such as Round 1 initiative, Victory Points, and Reinforcements availability.

Round 1

+ Initiative

Control I06

+ 1 VP

★ 1 VP

Round 2

★ Reinforcements

Control I06

+ 1 VP

★ 1 VP

Round 3

+ Reinforcements

Control I06

+ 1 VP

★ 1 VP

Round 4

Control I06

+ 1 VP

★ 1 VP

Round 5

Control I06

+ 1 VP

★ 1 VP



Optional Adrenalin Card for ALL Missions

Begin each Mission with one Battle Card 01 'Adrenalin' added to each player's hand (this will increase the hand size). The card is playable once per Round. If used, return it to hand at the beginning of the next Round.

Round 3 German Reinforcement Entry Area

Units occupy Full Hexes only. A Unit's first move onto a Map is always to a Full Hex, and requires no Spent Check (4.12).

Round 2 Soviet Reinforcement Entry Hex

► Outlined Hexes represent areas where Units either enter the Map or set up initially. German areas are marked with dashed lines (—), while Soviet areas are marked with solid lines (—).

◀ Units always face one side of a Hex, indicated by the green field on one edge.

HEX TYPE	MOVEMENT	DEFENSE
Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Heavy Woods	+1 AP	+2 DM



These icons show Mission information.

2 The number of Battle Cards to draw at the beginning of Round 1. For Mission 1, each side draws 2 cards.

+1 The number of Battle Cards to draw at the beginning of each Round after Round 1. For Mission 1, draw 1 new card in Rounds 2, 3, 4, and 5.

7 The number of Command Action Points (CAPs) you begin the Mission with. For Mission 1, each Commander begins with 7 CAPs.

1 The number of Victory Points this side begins the Mission with. The Soviets begin with 1 VP in Mission 1.

106

Control
★

RDS 1-5



► A 'Control Hex' represents an Objective with Victory conditions listed next to it.

Round 1 - German Entry Area (B01-B12)

MAP
1

◀ This label indicates the Map board number(s) you need to set up the game. Find these numbers in the corner of each Map board. The label on Map 1 is seen at left.



Mission 2 – June 30, 1941

NKVD Defense at Mir

▲ Note: Playing with fewer than 4 commanders? See rules section 19.1.

Operations Journal

Field Marshal von Bock's Army Group Center has encircled large portions of the Soviet 3rd, 4th and 10th Armies during the Bialystok-Minsk battle. The Soviets have initiated several break out attempts in order to link up with other West Front formations.



Cards 01-13



German Orders

Hauptmann. You must stop the Soviet elements attempting to escape through our lines! Gain control of the crossroad.

1st Commander's Forces

2 +1 3 1

1st Platoon



Map Setup: Place a German Control Marker on Hex H07.

Round 1: Place your Units on the Hexes listed. Match the facing shown on the Map.

2nd Commander's Forces

2 +1 3

2nd Platoon



Setup: Place your Units on the Hexes listed. Match the facing shown on the Map.

Victory Points

1 **Immediately:** Per Soviet Unit destroyed.

1 **End of Each Round:** For control of Hex M01.

Mission Instructions

Beginning of Rounds 2 through 4: Each Round, if the Germans control Hex H07, each Commander receives another 1 permanent bonus CAP.

Ex: On Round 2, the Germans control H07, so increase the CAP levels for both Commanders from 3 to 4 CAPs. On Round 3, the Germans still control H07, so increase each of their CAP levels from 4 to 5 CAPs.

From these CAP levels, deduct any Destroyed Units (7.12).

Historical Note

The NKVD army, part of the Soviet secret police, were elite, often fanatical Soviet units that were responsible for bolstering the Soviet lines and preventing wholesale retreats.

Aftermath

The German Wehrmacht foiled all major Soviet breakout attempts of the Minsk pocket and killed or captured over 340,000 men, 4,700 tanks, 9,400 guns, and 1,669 aircraft.

General Situation

Elements of Hoth's 3rd Panzer Group have cornered a Soviet company trying to break through German lines by the wooded area of Mir, southwest of Minsk. Instead of surrendering, NKVD elements drive Red Army units to a fanatical defense. From the south, another Soviet Rifles platoon arrives in its effort to escape through the German lines.

Cards 01-13

Soviet Orders

The cornered animal is always the most ferocious, Comrades. Break out at all costs!

1st Commander's Forces

2 +1 6

NKVD Company - 1st Platoon



Map Setup: Place a Soviet Control Marker on Hex M01.

Round 1: Place your Units on the Hexes listed. Match the facing shown on the Map.

2nd Commander's Forces

2 +1 6

2nd Rifles Relief Platoon



Setup: Place anywhere within the south-east Reinforcement Entry Area, facing at your discretion.

◀ **Group Moving (10.2)** these Units with CAPs is very effective.

Victory Points

1 **Immediately:** Per German Unit destroyed.

1 **End of Each Round:** For control of Hex H07.

Mission Instructions

Beginning of Round 3: If the Soviets control Hex M01, each Soviet Commander receives one Rifles '41 reinforcement.

- The 1st Commander's reinforcement enters from the 1st Comdr Reinforcement Entry Area to the northwest.
- The 2nd Commander's reinforcement enters from the 2nd Comdr Reinforcement Entry Area to the southeast.

Reminder - Commanders can play with the Adrenalin Card option. With 4 Commanders, each pulls one into their hand.

Round 1

★ Initiative
Control H07
★ 1 VP
Control M01
★ 1 VP

Round 2

Control H07
★ CAP
★ 1 VP
Control M01
★ 1 VP

Round 3

Control H07
★ CAP
★ 1 VP
Control M01
★ Reinf.
★ 1 VP

Round 4

Control H07
★ CAP
★ 1 VP
Control M01
★ 1 VP

Mission End





Mission 3 – June 23, 1941

The Gap

Letter near Przemysl

Meine Liebste Friede, Gestern fing der Angriff... yesterday, the invasion against the Bolsheviks began. Our Panzers are rushing ahead and our company must sweep up the Soviets who are left behind and have not surrendered yet. I foresee no problems, because they are all ill-trained and basically do not want to fight.

—Unterfeldwebel Hans Rastlingen



German Orders

Your platoon is operating as a scouting force. Scout the road up to the north edge of the Map and identify Soviet elements holding in this sector.

You must limit your casualties.

Commander's Forces



First Rifles Platoon



Setup: Stack a squad – consisting of one Rifles Unit and one MG34 Unit – on each road Hex at 1-H07, 1-H08, 1-G08 and 1-G09, with the facing of your choosing.

▲ Units that begin stacked together are not required to remain together.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 2 **End of each Round:** If Hex 2-K03 is in LOS of any German Unit. As long as this condition remains, flip the Control Marker to the German side as a reminder.
- 3 **End of Round 3:** Control Hex 2-J10 (stone building).
- 4 **End of Mission:** Control Hex 2-J10.

– Reminder –

Commanders can play with the '01 Adrenalin' card option in any Mission.

Round 1

★ Initiative

2-K03 in LOS
+1 VP

Round 2

2-K03 in LOS
+1 VP

Round 3

Control 2-J10
+5 VP

★ 2 VP

2-K03 in LOS
+1 VP

Round 4

Control 2-J10
★ 4 VP

2-K03 in LOS
+1 VP

Round 5

Control 2-J10
+2 VP

★ 4 VP

2-K03 in LOS
+1 VP

HEX TYPE

MOVEMENT

DEFENSE

Open or Road	+0 AP	+0 DM
Light Woods	+0 AP	+1 DM
Wall	+1 AP	+1 DM
Wood Building	+1 AP	+1 DM
Heavy Woods	+1 AP	+2 DM
Stone Building	+1 AP	+2 DM

General Situation

As the 14th Panzer Division punched through and rushed past the Soviet defenses on the Bug River, a gap opened between the 24th and 262nd Infantry Divisions of the 17th Army. The Soviets surprised the Germans with their tenacity, inflicting heavy losses on the Germans. The 296th Infantry Division was brought forward to close the hole and stabilize the line. Elements of the 520th Infantry Regiment must root out Soviet forces – some hidden – and secure the road to the north.

Soviet Orders

Invasive German elements are all around you. You must hold your positions as reinforcements are being sent to hold this opening in the German lines!

Commander's Forces



Maps 1 and 2 Setup: Place Soviet Control Markers on Hexes 2-J10 and 2-K03.

Rifles Platoon



Setup: The Rifles '41 Units may be placed anywhere in the Soviet Setup area.

Two of the Rifles may begin the Mission hidden.

▲ Download free planning maps for hidden Units at AcademyGames.com/AtB

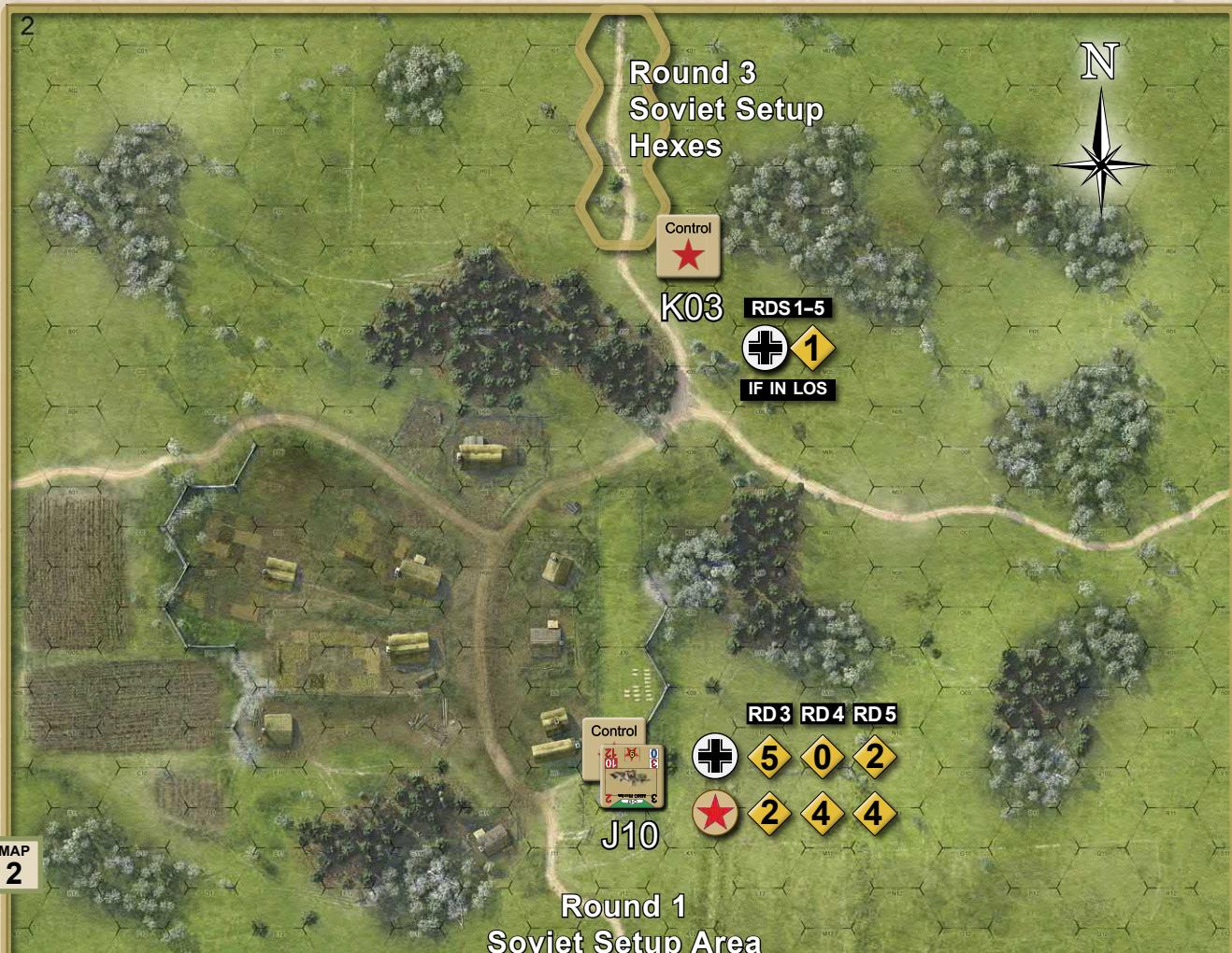
Reinforcements



Round 3: Place the Reinforcement Units on the Hexes listed.

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 2 **End of Round 3:** Control Hex 2-J10 (stone building).
- 3 **End of Rounds 4 and 5:** Control Hex 2-J10.





Mission 4 – October 8, 1941

General Petrov

Dispatch from Major Shabalin

Urgent! We need a surgeon immediately! Send a mobile force to evacuate General Petrov who has been seriously wounded. The Germans are approaching from the area of Istomo, Hill 342. Commence artillery bombardment!

Historical Note

State Security Major Shabalin died at the side of General Petrov during a night breakout attempt.



German Orders

Capture or kill Soviet General Petrov.

Commander's Forces



Battle Card: Add card 14 Scout Teams to your hand at the beginning of the Mission, in addition to the two cards you draw.

1st Assault and Mortar Platoon



3x Rifles



3x MG34



1x 5cm Mortar



2x 8cm Mortars

Setup: Soviets set up first and plan Round 1 Artillery, if any. Afterward, place German Units within the German Setup Area. None may be hidden.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 1 **Immediately:** Kill the General (destroy his counter).
- 4 **Immediately:** Capture the General by moving onto his counter. No Close Combat ensues.
- 2 **End of Mission:** Control Hex 4-N09 Hovlau's Hill.

Mission Instructions



Smoke: 8cm Mortars may fire Smoke.

General Situation

After the breakthrough by the German LIII Infantry Corps from the SW to Bryansk, Soviet General Petrov withdrew his badly shaken 50th Army to a wooded area NE of Bryansk. Trying to break out of the ensuing Bryansk pocket, the general was critically wounded. Informants relayed the general's location to the Germans who have jumped at the opportunity.



Soviet Orders

Safeguard the General until reinforcements arrive.

Commander's Forces



Map 3 and 4 Setup: Place a Soviet Control Marker on Hex 4-N09.

Setup: Soviets set up first in the Soviet Setup Area. The SMG Unit represents General Petrov and is placed *hidden* in either Farmstead Hex: 4-I06 or 4-J06. General Petrov may only move between these two Hexes during the Mission. Track his current location on a [planning map](#) ([download free from AcademyGames.com/AtB](#)).

All Soviet Units may set up *hidden*.

3rd Rifles Platoon with Artillery Support



4x Rifles



1x SMG
(Gen Petrov)



2x Maxim



1x 5mm Mortar

Mission Instructions

Artillery (Weapon Card W05): Soviets may plan a total of three artillery strikes in any combination of three Rounds, including the pre-mission round. Strikes are resolved at the beginning of the following Round. Any Soviet Unit anywhere on the Map may spot for Artillery.

Smoke: Artillery may fire Smoke.



- Pre-Mission notes remind you of steps you may take in preparation for Round 1.

Pre-Mission

★ May Plan Artillery (see Special Rules)

Round 1

★ Initiative
General Petrov
+ Kill 1 VP
+ Capture 4 VP

Round 2

General Petrov
+ Kill 1 VP
+ Capture 4 VP

Round 3

General Petrov
+ Kill 1 VP
+ Capture 4 VP

Round 4

General Petrov
+ Kill 1 VP
+ Capture 4 VP

Round 5

Control 4-N09
+ 2 VP
★ 2 VP
General Petrov Survives ★ 2 VP

Mission End

N

MAP
4MAP
3

Round 1
Soviet Setup Area
(On or North of Row 3-08)

Hill 342

Round 1
German Setup Area
(On or South of Row 3-04)



Mission 5 – December 12, 1941

Red Ice

General Situation

In December the Soviets sent dozens of fresh divisions to the front. The Germans received neither rations, fuel, nor munitions. They holed up where they could while the winter-ready and more mobile Soviet 30th and 1st Shock Armies slammed into the 3rd Panzer Army north of Moscow. The LVI Panzer Corps entrenched itself in Klin to allow other divisions to retreat from the developing encirclement. Small units of German soldiers were stranded throughout the countryside.

Turn Order Changes

- With two Soviet players, **both** take a simultaneous Turn.
- Then the German takes **two** Turns.
- Each Commander uses their own Track Sheet. Soviet Commanders play for a combined win.
- When there is a single Soviet player, alternate single Turns with the German. Ignore the previous three bullet points.



German Orders

Defend the farm location as best you can.

Commander's Forces



Maps 1 and 2 Setup: Place German Control Markers on Hexes 2-E09, 2-G07, 2-G08, and 2-J10.

Remnants, 14th Motorized Infantry

3 Rifles 4/4	01	2 MG34	09	3 (4) 8cm Mortar	23
2 x Rifles	02	4 10 12	10 11	3 10 12 13	20 21 22

Setup: Place your Units first, within the village perimeter located on the southern portion of the Map.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

1 End of Mission: Per Control Marker Hex held.

Mission Instructions

Turn Order Note for a Three-Player Game:

- If either Soviet commander loses all of their Units, the German commander may take only one Action per Turn.

Cold and Weapons:

- German MG34s jam on an unmodified 2d6 Attack Roll of 4 or less. To un-jam: As an Action, make a successful **Rally Action** with a Rally Number of 7 or higher.

► This Mission takes place at night, so the Round Track is darkened and Max LOS is 5.

Round 1

Initiative

Round 2

Round 3

Round 4

Round 5

Each Control Marker
+ 1 VP
+ 2 VP

Aftermath

Klin fell on December 14 and the entire 3rd Panzer Army fled west. Broken and defeated, retreating soldiers were often leaderless and without food rations. Army Group Center recombined, defending a 780km front without air support, heavy tank support, and supplies. Soviet Colonel General Shaposhnikov, in a speech to his army commanders, said, ‘We have, indeed, driven the enemy from the steps of our capital; however, the war will not be decided here. It will take time.’

Special Rules that Apply to Both Armies

Night: All Units are limited to a maximum LOS range of **5 Hexes**.

Open Terrain: Open Terrain has a -1DR penalty (reports stated that troops were visible against the snow that night).

Deep Snow: Snowfall has been heavy, so most movement is slowed. See the Snow Movement Chart on the Map for all movement penalties (facing page).

Soviet Orders

Search and destroy remnants of the 14th Motorized Infantry.

1st Commander's Forces



Infantry Co, 30th Army

4 NKVD	20	4 Rifles 4/4	01
1 x NKVD	02	02	02

5 x Rifles

Setup: After the Germans have positioned their Units, place your Units within the designated Setup Area.

2nd Commander's Forces



Infantry Co, 30th Army

3 SMG	13	4 Rifles 4/4	06
1 x SMG	07	07	07

5 x Rifles

Setup: After the Germans have positioned their Units, place your Units within the designated Setup Area.

Victory Points

1 Immediately: Per German Unit destroyed.

2 End of Mission: Per Control Marker Hex held.



Personal Journal

There are only 24 of us left. We finally found a nameless group of houses in this endless waste, set perimeter sentries, and hope the enemy does not find us. The moonlight casts shadows on the snow, making us see Bolsheviks everywhere. If it were not for the duty rotation into the warm huts, I would have given up hours ago.

—Gerhard Treibmann

Note: The Soviets can 'Group Move' their Units (10.2) toward the Germans. If you make it a CAP move, no Spent Check is required.

Reminder: Mortar Attacks ignore defender Heavy Woods Terrain DR Bonuses (13.9 - Air Bursts).



Mission 6 – June 23, 1941

The Monsters

General Situation

After two days of heavy fighting to enter Przemysl, German Panzer Groups blasted through the Russian southern defenses, aiming deep into enemy territory. Soviet General Andrei Vlasov led a counter attack with the IV Corps 32nd Tank Division to cut off Germany's leading elements. A German recon unit of the 15th Panzer Regiment was first to fall to the Soviets' heavy T-34 tanks, which simply rolled over their forward-most infantry, 3.7cm anti-tank guns, and PzII Scout tanks.



Cards 1-15



German Orders

Send fast-moving light tanks into the enemy's rear, flanking points of resistance. Your platoon must take the northern high ground!

Commander's Forces

2 +1 9

15th Panzer Regiment and 2nd Platoon [ON MAP 1]

1x Pz 38(t) I09	3x Pz IIF G08, L10, P09	2x Pz IIIE K10, L12	2x Pz IVE M10, O09, (smoke)
1x PaK36 H07	1x PaK36 I05	1x Opel H07	1x MG34 J07
1x Opel H07	1x Opel I05		

Setup: Place all Units on Map 1, facing as shown. Units placed with a vehicle are considered *loaded*.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 1 **End of each Round:** Per Hex controlled, 3-K04 and 3-N04 (either Hex for 1 VP, both for 2 VP).
- 2 **End of Round 2:** Per Hex 4-E02 or 4-L02 controlled (either Hex for 2 VP, both for 4 VP).
- 4 **End of Mission:** Per Hex 4-E02 or 4-L02 controlled (either Hex for 4 VP, both for 8 VP).

Mission Instructions



Smoke: German PzIVe tanks may fire Smoke.

Aftermath

The Soviets skillfully committed their forces against the German flanks, inflicting substantial damage. By evening, the Germans had regrouped and tore through the Soviet defenses capturing the city of Luzk two days later. One year on, Soviet General Vlasov was captured. He defected to and collaborated with Nazi Germany. He later commanded the German Wehrmacht's Vlasov Army as part of the Russian Liberation Army.

Soviet Orders

Hold the hills 4-L02 and 4-E02 at all costs. Delay the enemy's advance, so that they cannot set up a defensive perimeter before our reinforcements arrive.

Commander's Forces

2 +1 9 1

Maps 4, 3 and 1 Setup: Place Soviet Control Markers on Hexes 4-E02, 4-L02, 3-N04, and 3-K04.

1st Light Tank Platoon

2x Rifles 3-G04, 3-J11	1x 45 ATG 3-H05	1x Truck 3-H06
1x BA10 3-L04	3x T-26 3-I04, 3-N04, 3-O01	2x BT7 (hidden)

3rd Med Tank Plt Reinf

3x T-34a 48, 49, 50
1x T-34b 52

Setup: Place all Units as listed.
The BT-7 tanks set up hidden on Maps 3 and/or 4.

Round 3: T-34s enter along road 4-B07 at any time this Round.

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 1 **End of each Round:** Per Hex controlled, 3-K04 and 3-N04 (either Hex for 1 VP, both for 2 VP).
- 2 **End of Round 2:** Per Hex 4-E02 or 4-L02 controlled (either Hex for 2 VP, both for 4 VP).
- 4 **End of Mission:** Per Hex 4-E02 or 4-L02 controlled (either Hex for 4 VP, both for 8 VP).

Round 1

+ Initiative Control
3-K04, 3-N04
+1 VP ★ 1 VP

Round 2

+ Control
4-E02, 4-L02
+2 VP ★ 2 VP
+ Control
3-K04, 3-N04
+1 VP ★ 1 VP

Round 3

+ Control
3-K04, 3-N04
+1 VP ★ 1 VP

Round 4

+ Control
3-K04, 3-N04
+1 VP ★ 1 VP

Round 5

+ Control
4-E02, 4-L02
+4 VP ★ 4 VP
+ Control
3-K04, 3-N04
+1 VP ★ 1 VP

Mission End

Personal Journal Accounts

First encounter with T-34s. Our 15th Panzer Regiment was skirting the western side of Radekhiv, storming a hill to the south and routing the enemy. As we crested the hill, my crew was shouting in elation as we hit tank after tank. Then we encountered a terrible monster that I will never forget – the T-34.

—2nd Lieutenant Fried

Another event hit us like a ton of bricks: the first appearance of the T-34 Russian tanks!how could it happen that we were not aware of the existence of this superior tank.... if we were lucky, we could fire into the neck of the turret and jam it. The only way left was to use the 8,8cm anti-aircraft gun. With its help it was possible to operate effectively even against this new Russian tank. So we had to increasingly rely on the heavy anti-tank battery gunners, who smiled on us condescendingly.

—Otto Carius, German Tank Commander

During the battle for Vyazma we met the first Russian T-34 tanks. In 1941 these tanks were the most powerful of all existing tanks. Our only anti-tank weapons... were helpless against them. Later, T-34 tanks, as if nothing had happened, went through the battle formations of the 7th Infantry Division, reached the artillery positions, and literally crushed whatever guns were there.

—General Günther Blumentritt

▼ In 1937, the search to replace the breakthrough exploitation tank BT7 began. Prototypes led to the 26 ton T-34 of 1940. Its sloped 45mm frontal armor could deflect almost all German shells, and its 76,2mm gun could destroy German tanks or infantry with ease. Wide tracks and a powerful engine made it highly maneuverable even on soft ground. Only 8,8cm AA guns or 10,5cm artillery howitzers could defeat this monster at a distance. But the T-34 was not devoid of faults: it was so unreliable the initial tanks had to carry an extra transmission on their engine deck. Drivers had poor sightlines and its sloped design made for a cramped interior. Worse, the turret had a crew of two, and the commander had to fire the gun himself.



Round 3 Soviet 30th Army Reinforcement Entry Hex

RD 2 RD 5
PER HEX CONTROLLED

L02 Control E02 Control

MAP 4

Round 1 Soviet BT-7 Tanks Hidden Setup Area (On or North of Row 3-01)

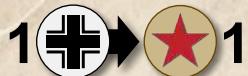
RDS 1-5
PER HEX CONTROLLED

N04 Control K04

MAP 3

MAP 1

Trucks and wagons do not affect the CAPs Track (16.1) and cannot take Control of a hex.



Mission 7 – June 24, 1941

The Bunker

33rd Regiment Operational Log

The 1st Panzer Grenadier platoon has been ordered to take a Soviet stronghold situated on a critical position of hill 53 east of the village of Orlanka. We are told that the Soviets are well-entrenched and also have tank support. Eighty-five percent of our Panzers are in operational order and they leave within the hour.

—Oberleutnant Rudi Dacher



Cards 01-15



German Orders

Your platoon must take Hex 3-J03 and the Bunker on Hex 3-O06. Destroy all enemy Units.

Commander's Forces

2 +1 8

1st Panzer Grenadier Platoon with the 33rd Regiment

2x Rifles	2x MG34	2x Opel
2x Pz II F	1x Pz III E	1x Pz IV E

Round 1: The Germans enter via Hex 2-J01 along the Western Road.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 2 **End of each Round:** Control Hex 3-J03.
- 6 **End of Mission:** Control Bunker Hex 3-O06.

To Control the Bunker Hex: Eliminate all enemy Units from, then occupy, the Bunker Hex. If you destroy the Bunker, occupying the empty Hex still counts toward control and VP.



Round 1

Initiative

Control 3-J03
+2VP ★ 2VP

Round 2

Control
2-G08 or 2-I07
★ 1VP

Control 3-J03
+2VP ★ 2VP

Round 3

Control
2-G08 or 2-I07
★ 1VP

Control 3-J03
+2VP ★ 2VP

Round 4

Control
2-G08 or 2-I07
★ 1VP

Control 3-J03
+2VP ★ 2VP

Round 5

Control
3-O06
+6VP ★ 6VP

Control 3-J03
+2VP ★ 2VP

General Situation

The Germans have crossed the Bug River and are in full attack formations facing east. The Soviets have fortified Hill 53 with bunkers, anti-tank guns, and tank support. Portions of the German Panzer Grenadier Regiment 33 must take and hold road Hex 3-J03 and Bunker 3-O06 by the end of the Mission.

Soviet Orders

Your platoon must hold the hill – at all costs!

Commander's Forces

2 +1 6 1

Maps 2 and 3 Setup: Place Soviet Control Markers on Hexes 3-J03, 3-O06, 2-I07, and 2-G08.

Rifles Platoon w/Tank Support

4x Rifles	1x Maxim	1x 45 ATG
2x T-26	1x Bunker 3-O06	2x Hasty Defense

Setup: Place Units anywhere. Place Hasty Defense counters on any two Units. Up to four Units may be placed hidden.

Place the Bunker in Hex 3-O06 (its Arc of Fire may not be changed). Only rifles, Maxim, and/or the AT gun may be placed in the Bunker Hex.

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 2 **End of each Round:** Control Hex 3-J03.
- 1 **End of Rounds 2–4:** For control of either village Hex only, 2-G08 or 2-I07.
- 6 **End of Mission:** Control Bunker Hex 3-O06.

◀ The first Panzer III appeared in 1937. Featuring a roomy and efficient turret armed with a 3.7cm gun, its role was to destroy enemy tanks. As years passed, its armor was improved in version 'E' but its gun remained unchanged. By 1940, its firepower was inadequate and many were upgraded to a 5cm gun. Hitler, seeing the tank armed with the short L42 5cm gun at a parade, flew into a rage and ordered a longer barrel. He was proved right a few months later when the first T-34 and KV-1 tanks made their presence felt. Two-thirds of the Panzer IIIs had the 5cm gun by then, and a few 'H' versions had a longer L60 barrel and better armor that could deal with a T-34 frontally at normal fighting ranges. The older tanks relied on radios, combined arms tactics... and courage.



Early 1941

The first weeks of Barbarossa were a disaster for the Red Army. Despite the reforms initiated after humiliating defeats at the hands of the Finns, the army was still in a terrible state.

Further, as a military organization the Red Army discouraged initiative. Those officers not executed in the purges of 1936–37 were far too cautious to be effective. Added to this was a confusing series of contradictory – and often suicidal – orders from STAVKA and Stalin.

The simple task of remaining in control of their Units both on and off the battlefield proved to be difficult and daunting for such timid officers.

Lacking transport, communication, and leadership, many Soviet Units fell into rapid demoralization and dissolution.

The Germans proved too fast and proficient to offer opportunities. Many Red Army troops would surrender, deserting their units and forcing the Soviet High Command to issue special orders against traitors.



Breakthrough to the Mzensk Pocket

Late October, 1941

"The situation is desperate. Our company is surrounded on all sides, we are running low on ammunition and food. All day and all night rain and death have been pouring on us from the sky..."

—Found on the body of an unidentified German soldier

General Situation

Soviet forces have trapped a German element in a village near Mzensk. Cut off, the Germans are in desperate need of supplies. Intelligence reports they will attempt to reinforce and resupply from the north. Three wagons of ammunition and food are part of this relief force. General Katukov is sending elements of the 4th Tank Brigade with T-34 and KV tanks to stop the German breakthrough attempt.



Cards 01-17

Soviet Orders

Overrun the village and destroy the resupply wagons at all costs.

1st Commander's Forces

2 +1 10

1st Infantry Platoon



8×Rifles 1×BA10

Round 1: Enter anywhere from northern edge of Map 2.

Round 2: Reinforcements enter anywhere from the northern edge of Map 2.

Reinforcement Plt/Tank Support



4×Rifles 1×Maxim 1×T-26

Beginning of Round 2:
Increase 1st Commander's base CAPs by 2.

Soviet 1st Commander Entry & Reinforcement Area

MAP 2

Round 3 Soviet Reinforcement Area

Round 3 Soviet Reinforcement Area

★ - NKVD URGENT - Enemy attempting to resupply - Escort size unknown - Do not allow this attempt to succeed - ★

▲ This is a "limited-information" Mission. Neither player has complete knowledge of their enemy's position, forces, or victory conditions. Missions 8 and 11 feature this "fog of war" presentation where each player has a limited view of an evolving battlefield situation.

Round 1

- ★ Initiative
- ★ Plan Artillery

Round 2

- ★ Artillery
- ★ Plan Artillery
- ★ Reinforcements
- ★ Comdr 1 2 CAP

Round 3

- ★ Artillery
- ★ Plan Artillery
- ★ Reinforcements
- ★ Comdr 2 4 CAP

Round 4

- ★ Artillery
- ★ Plan Artillery

Round 5

- Artillery
 - Control 1-G08
 - +2VP ★ 2VP
 - 2-H07, 2-H09
 - +5VP ★ 5VP
- Mission End

2nd Commander's Forces

2 +1 10

2nd Tank Company

3x SMG 3-G05, 3-K04, 3-N06	2x 82 Mortar 3-M04, 3-M05	2x Wagon 3-M06, 3-L05
1x 45 ATG 3-F06	3x T-26 3-B08, 3-C02, 3-I10	2x BT7 3-C10, 3-O04

Reveal this card only to the other Soviet player.

Objective Card Draw Result:

Objective 1 or 2.....Reinforcement Entry Area #1

Objective 3.....Reinforcement Entry Area #2

Objective 4.....Reinforcement Entry Area #3

Setup:

Place Units as designated below each Counter.

Round 2:

Determine which Entry Area the Reinforcements will arrive from in Round 3. Shuffle the **Objective Cards (Battle Cards 21–24)** and randomly draw one.

Beginning of Round 3: Increase the 2nd Commander's CAP base by 4.

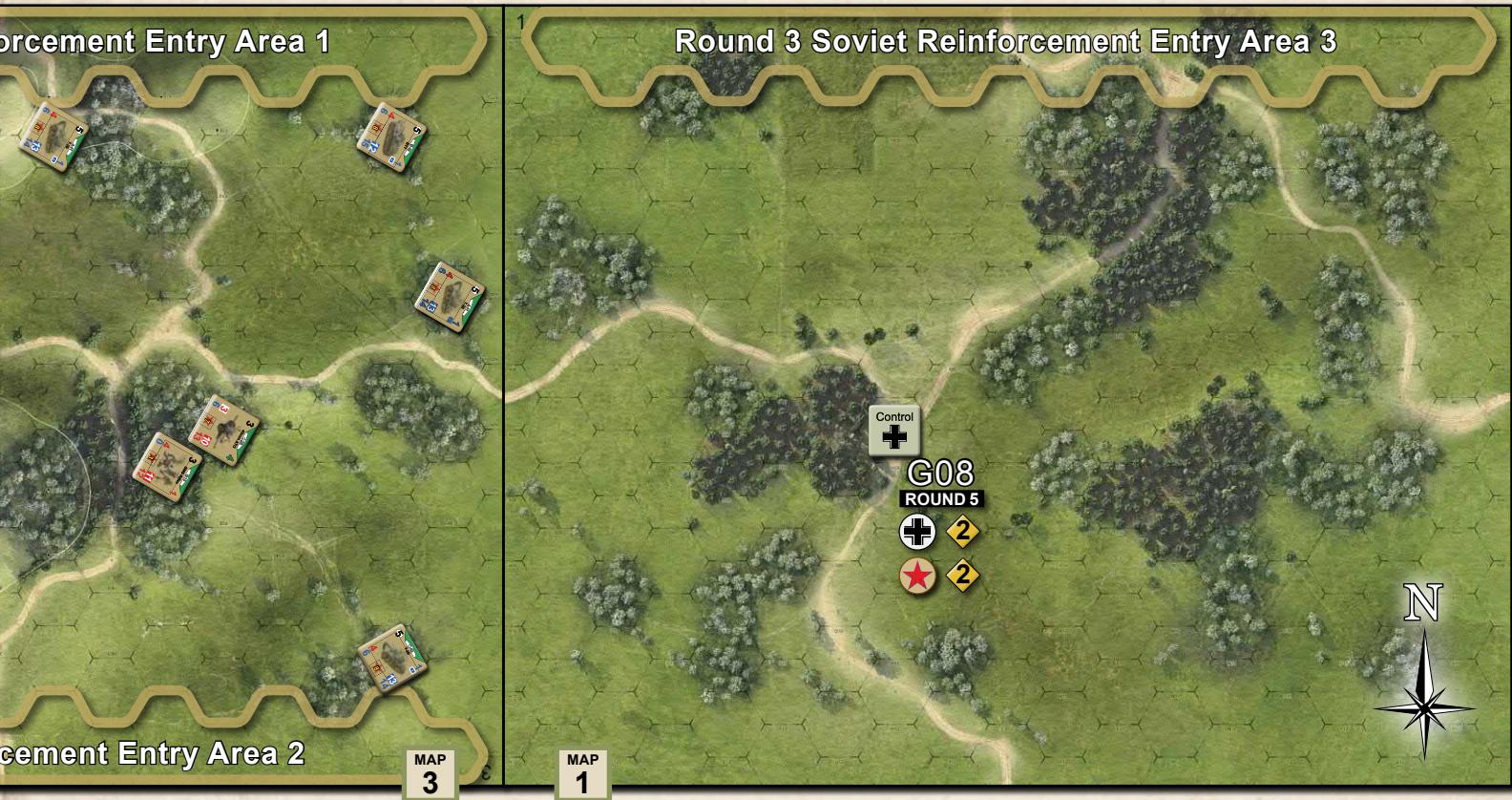
Reinforcements

1x BA10	2x T-34a	1x KV-1a

Round 3:
Reinforcements enter the Battle via the Entry Area drawn in Round 2.

Victory Points

- 1 **Immediately:** Per German Unit destroyed except for the German supply wagons (see below).
- 2 **Immediately:** Per German supply wagon destroyed.
- 5 **End of Mission:** Per Hex 2-H07 or 2-H09 controlled (either Hex for +5 VP, both for +10 VP).
- 2 **End of Mission:** Hex 1-G08 under your control.



Mission Instructions

Smoke: The 2nd Commander's Mortars and Artillery may NOT fire Smoke.

Divisional Artillery (Weapon Card WO5): The 1st Commander may execute 2 Artillery Strikes each Round, starting with **Round 2** (plan Artillery in **Round 1**), and may fire Smoke. You may target any Hex within LOS of any Soviet Unit, or from the northern edge of Map 2.





Breakthrough to the Mzensk Pocket

General Situation

Intelligence believes General Katukov's 4th Tank Brigade is rushing T-34 and KV tanks to a village near Mzensk to stop a German breakthrough attempt. Our forces there have been trapped and are in desperate need of supplies. Reinforcements and provisions coming from the north must break through the encirclement to relieve the forces as soon as possible. Three wagons of ammunition and food are part of the relief force.



Cards 01-17

German Orders

Hold the village. Resupply it with the wagons from the west.

1st Commander's Forces



Maps 2, 3, and 1 Setup: Place German Control Markers on Hexes 2-H09, 2-H07, and 1-G08. Place Wire, Trenches, and the Roadblock listed at right, as directed.

15th Panzer Regiment and 2nd Platoon [MAP 2]

3 Rifles 41 1 01	2 MG34 1 09	2 Pioneers 1 16	3 5cm Mortar 1 21	3 (4) 8cm Mortar 3 23
2 0 02	1 10 03	1 12 04	1 12 05	1 13 06
3 11 07	1 12 08	1 12 09	1 13 10	1 13 11
2 0 12	1 10 13	1 12 14	1 13 15	1 13 16
6 x Rifles 05 G04, G05, 06 I04, I08, L07, M08	3 x MG34 E09, H04, L08	2 x Pioneers E07 Hidden	1 x 5cm Mortar I05	1 x 8cm Mortar G07
2 2 19	3 7.5cm L18 4 26	2 3.7cm PAK36 3 28	3 5cm PAK36 4 30	2 2cm SdKfz 251 3 39
5 1 20	5 0 25	5 10 12	3 8 10 13	3 5 12 13
2 x HMG34 I07, J10	1 x LeG18 Inf Gun E06	1 x PaK36 Hidden	2 x PaK38 D07, J05	1 x SdKfz 251 H09
3 x Wire E05, F05, J04	2 x Trench E08, G05	1 x Roadblock K06		

Setup: Place Units on Map 2, matching facing. A Pioneers and PaK36 may be hidden. Units may begin loaded on vehicles.



Weapons and
Tank art:
Pavlos Germidis

Round 1

★ Initiative

Round 2

Round 3

Round 4

★ Artillery

Round 5

Control 1-H07
+2 VP
2-H07, 2-H09
+5 VP

Mission End

2nd Commander's Forces

2 +1 12

2nd Mechanized Company [MAP 1]

3 Pz III E 1 53 54	3 Pz III E 1 49 50	3 Pz III H 1 51	3 A-42 Pz 38(t) E 1 48	2 A-42 Pz II If 1 47 48 49
2x Pz IVE J02, J05	2x Pz IIIE G04, G08	1x Pz IIIH I03	1x Pz 38t F06	3x Pz IIIf H06, H10, M02
2 MG34 1 13 14	1x 88 Flak18 1 11 12 13 14 33	1x Opel Truck 1 10 11 12 13 14 33	1x PaK36 1 11 12 13 14 33	3x Wagon K04, L04, M03
1x MG34 H06	1x 88 Flak18 J07	1x Opel Truck J07	1x PaK36 L06	

Round 1: Place Units on Map 1, matching facing. Units may begin loaded on vehicles.

Victory Points

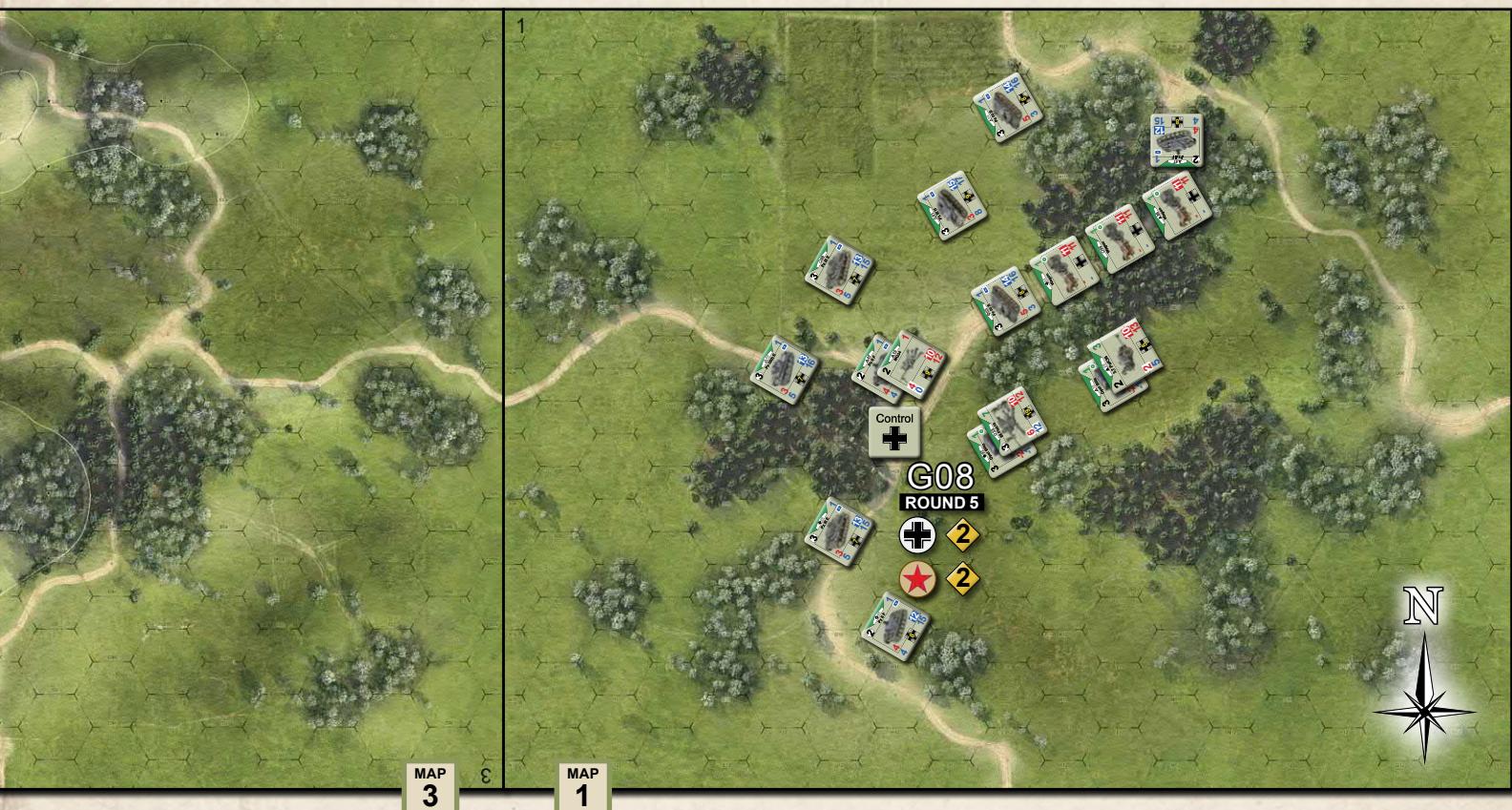
- 1 **Immediately:** Per Soviet Unit destroyed.
- 2 **Immediately:** Each wagon that enters either Hex 2-H08 or 2-H10 (labeled **Wagon**), **and** increase the 1st Commander's CAPs by 2 per wagon. Each increase lasts for the remainder of the Mission. Place successful wagon counter(s) on the 1st Commander's CAP track.
- 5 **End of Mission:** Per Hex 2-H07 or 2-H09 controlled (either Hex for +5 VP, both for +10 VP).
- 2 **End of Mission:** Hex 1-G08 under your control.

Mission Instructions

Smoke: The German 8cm Mortar and 7.5cm Infantry Gun may fire Smoke.

Flamethrower: May be used by the Pioneers.

▼ Fog of war adds a new dimension of challenge to this Mission. Details in the note on page 18.



(Image at far left) In 1889, inventor Sir Hiram Maxim revealed the creation that bears his name, the **Maxim machine gun**. It became the universal standard for automatic weapons, and was adopted and copied around the world. The Russians added a short-wheeled mount and steel plate shield to protect the gunner, calling it the Pulemyot Maxima Sokolov Model of 1910. It was a liquid-cooled gun, weighty and rugged, and fed by a 250 round belt that could fire ten rounds per second with its gunner prone on the ground.

At over 52 kilos (117 pounds) and water-cooled, it needed an operating team of 4–6 men.

Following combat in Finland, the Soviets adapted the design and introduced a water feed port atop the barrel. This allowed the quick addition of water or even snow to cool the weapon. An unbelievably solid and reliable design, replacement models DS-39 and SG-43 could not dethrone it until the end of the war. It is still encountered in Afghanistan today.



Mission 9 – June 24, 1941

KV-2

Armor Division Operational Log

"Yesterday, we ran into a roadblock on our advance into Raseiniai. A lone KV-2 tank with light support has held up our entire advance along the only road into the city. We have scored over 20 hits, but cannot penetrate its armor. We have sustained mounting casualties. Today we have requested heavy artillery support."

—General Erhard Raus



German Orders

Destroy that damn KV-2 tank! Period!

Commander's Forces

Round 1: Enter within 3 hexes of Road 4-J01.

Panzer Platoon, 65th Pz Battalion

1 × Rifle	1 × MG34	1 × Pioneer
2 × Pz IIF	1 × Pz38t	1 × Pz IVE



Round 3: Reinforcements enter onto Road Hex 4-J01.

Reinforcements

1 × 88 Flak18 Loaded on Opel Opel

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed (except KV-2).
- 3 **Immediately:** For destroying the KV-2 tank.
- 2 **End of each Round:** Control Hex 5-J01.
- 2 **End of Mission:** Control Hex 5-J11.

Mission Instructions

Demolition (Explosive Charges, Weapon)

Card 03: May be used once during the Mission by the German Pioneers only. Afterward, remove the card from play.

Smoke: The PzIve Tank, like the Pioneers, may fire Smoke.



Aftermath

The KV-2 tank was finally destroyed by an 88mm Flak18 AT gun, deployed while the Germans conducted a diversionary tank attack. The KV-2 had been hit dozens of times, had been immobilized by 105mm artillery fire, and had destroyed over a dozen German vehicles.

Round 1

Initiative

Control 5-J01
+ 2 VP ★ 2 VP

Round 2

Round 3

Reinforcements

Control 5-J01
+ 2 VP ★ 2 VP

Round 4

Control 5-J01
+ 2 VP ★ 2 VP

Round 5

Control 5-J11

+ 2 VP
Control 5-J01
+ 2 VP ★ 2 VP

Mission End

General Situation

Elements of the 6th Schützen Brigade (XLI Motorized Corps, 4th Panzer Group) and its supply train are being held up by a Soviet KV-2 tank and its tenacious crew. The Germans must force their way through to Hex 5-J01 by eliminating the KV-2 and its support.

Soviet Orders

Keep the German column from entering the Raseiniai!

Commander's Forces



Maps 4 and 5 Setup: Place Soviet Control Markers on Hexes 5-J11 and 5-J01.

Setup: Place Hidden Units anywhere on Map 5.

4th Tank Regiment, 2nd Tank Division KV-2 Tank

1 × KV2 5-J01	1 × Maxim 5-H01	1 × SMG 5-P03	1 × 45 ATG Hidden	1 × Truck Hidden
1 × Rifles Hidden	1 × Mine Hidden	1 × Wire 5-I01	3 × Road Blocks 5-D04, 5-F02, 5-O03	

Victory Points

- 1 **Immediately:** Per German Unit destroyed (unless if destroyed by the KV-2).
- 2 **Immediately:** Per German Unit if destroyed by the KV-2.
- 2 **End of each Round:** Control Hex 5-J01.

Mission Instructions

Smoke: The KV-2 may NOT fire Smoke.



**Rounds 1 and 3
German Entry Area**



**Round 1
Soviet Setup Area**

ROUND 5
2

**Oberst Erhard
Routh, 4th
Panzer Group**

"Two 50-mm anti-tank guns were launched against the KV. They were installed 600 meters from the target and opened fire with direct fire. In total, they scored eight hits. The 'Destroyed' KV suddenly came to life, turned its turret and destroyed both guns with accurate shots."

**MAP
4**

**MAP
5**

"Ober-Lieutenant Gerhart and his team of sappers advanced to undermine the tank. The operation was planned in detail and was supposed to lead to success. Two charges – one, 15 kilogram, per track, the other, of lower power, per barrel – were to immobilize and disarm the tank. However, this attempt, carried out with great prowess, ended unsuccessfully. The tracks and the gun barrel were not even damaged."



Mission 10 – June 22, 1941

Bug River

Personal Journal

"The Russians are running! We have crossed the Bug River into Russia. Everything looks run down and deserted. Strange that we don't hear our artillery anymore."

—Kurt Treist



German Orders

Hold the Bunkers and keep your men from being slaughtered!

After the Soviets plan for Artillery, place the German forces.

Maps 2, 1, and 4 Setup: Place German Control Markers and Bunkers on D08, C09, Q07, and P03, facing as shown. Place Trenches on E06, D10, P07, O01, and P02.

1st Commander's Forces



Setup: Two Units may set up hidden.

1st Platoon, 3rd Company, 192 Infantry Regiment

3x Rifles	01 02 03	2x MG34	09 10	1x 8cm Mortar	23	1x 7.5 LeIG	27
1x PaK36	28	1x Opel	37	2x Wagon	34 35	Opel may start loaded - but Wagons are full.	

2nd Commander's Forces



Setup: Two Units may set up hidden.

2nd Platoon, 3rd Company, 192 Infantry Regiment

3x Rifles	04 05 06	2x MG34	11 12	1x HMG	19	1x PaK36	29
1x 5cm Mortar	21	1x Opel	38	1x Wagon	36	Truck may start loaded - but the Wagon is full.	

Victory Points

- 1 **Immediately:** Per Soviet Rifle, Mortar, or Maxim destroyed.
- 2 **Immediately:** Per Soviet Tank, Gun, Armored Car, or Truck destroyed.
- 1 **End of each Round:** Per Bunker Hex controlled.

General Situation

The first wave of the German 56th Infantry Division crossed the Bug River east of Chelm, Poland, overrunning defending Soviet bunker fortifications. Using up nearly all their heavy ammunition, the Germans were caught on the east side of the river without artillery support. The Soviets launch a vicious counter-attack to retake the bunkers before the Germans can reinforce their positions. The situation is especially critical for the German 192nd Infantry Regiment, who must survive without getting wiped out.

Cards 02-13



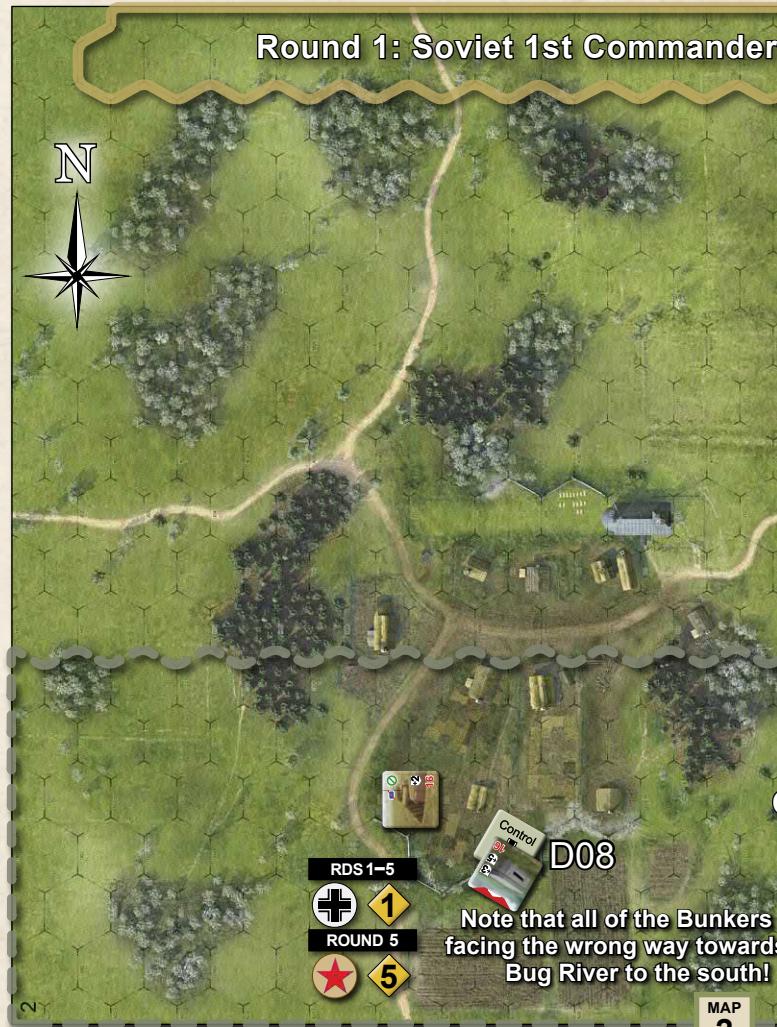
Soviet Orders

You must recapture – or destroy – the lost Bunkers.

1st Commander's Forces



Round 1: Enter Units (top of next column) into the Soviet 1st Commander Entry Area, west of hex 1-R06.



Aftermath

By mid-morning, the Germans had repelled Soviet counter-attacks and built a pontoon bridge across the Bug River. Artillery and support units crossed rapidly, and by the end of the day regiments of the XVII Corps had pressed forward another 15km into the Ukraine towards Kovel.

1st Rifle Platoon

4x Rifles '41	1x Maxim	1x T-26	1x 45 ATG
1x Truck	1x 82 Mortar	4x Smoke	82mm Mortar may fire Smoke up to four times.

2nd Commander's Forces

2 + 1 = 6

Round 1: Enter Units into the Soviet 2nd Commander Entry Area, east of hex 1-R06.

3rd Rifle Platoon

6x Rifles '41	1x Maxim	1x BA-10	1x OT-26
---------------	----------	----------	----------

See OT-26 Flamethrower rules under Mission Instructions. ➤

Victory Points

- 1** **Immediately:** Per German Unit destroyed.
- 5** **End of Mission:** Per Bunker Hex controlled. (Bunkers may be destroyed.)

Mission Instructions

Prepare the Battle Card Deck: Shuffle all Battle Cards 02–13, then blindly discard 6 to leave a 28-card deck. Into the bottom 20 cards shuffle Objective Cards 1, 2, and 3 (cards 21–23).

Off-Board Artillery (OBA): When any player draws an Objective Card during the Pre-Round Sequence, both Soviets immediately fire their OBA planned for that card. Then another Card is drawn.

OBA Planning: Secretly from each other, the Soviet Commanders each designate a Target Hex for each Objective Card 1, 2, and 3. The Hexes do not have to be in the LOS of any Soviet Units.

Note: Historically, Soviet artillery was very unreliable and on several occasions fired on its own positions.

OT-26 Flamethrower Tank (18.0)

- Max Range of 1 Hex. • 3 Red or 3 Blue FP against the Target's Flank Defense with no DR Modifiers.
- +3AR Short Range & +4AR CC bonuses apply.



MAP
1

MAP
4

Pre-Mission

- ★ Plan Artillery for Objective Cards 1, 2, 3

Round 1

- ★ Initiative
- Each Controlled Bunker Hex + 1 VP

Round 2

- Each Controlled Bunker Hex + 1 VP

Round 3

- Each Controlled Bunker Hex + 1 VP

Round 4

- Each Controlled Bunker Hex + 1 VP

Round 5

- Each Controlled Bunker Hex + 1 VP ★ 5 VP

Mission End



Assault on Peprez

4th Panzer Division Operational Log

On the first day of 'Operation Taifun' the division advanced rapidly towards Orel, capturing many cities along the way. We have met our first strong resistance at the outskirts of Oryol. The Soviets are well entrenched with heavy anti-tank gun support.

Soviets set up first.



Cards 01-17

German Orders

Capture the strategic areas of the town before the winter rains.

1st Commander's Forces



Maps 1, 2, 4, and 5 Setup: Place a German Control Marker on Hex M01.

1st Company



Setup: After the Soviets set up, place your Units in the designated Setup Area for the 1st Commander.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 2 **End of Mission:** For each Hex, 1-M01 and 4-O08, controlled.
- 3 **End of Mission:** For each Hex, 5-P03, 5-K09, 5-H03, and 5-B07, controlled, for up to 12 VP total.
- 4 **End of Mission:** Additional VP if the secret Objective Card Hex is controlled (see Special Rules).

Mission Instructions

Secret Objective: Shuffle the four 'Objective' cards 21, 22, 23 and 24, and blindly pull one as a secret Objective. The Objective number correlates to **one** of four yellow circled numbers on your Map (①, ②, ③, or ④). Control this Objective Hex at the end of the Mission to earn **+4 Bonus VP**. Reveal the Objective Card at the end of the Mission.

Smoke: Artillery and 8cm Mortars may fire Smoke to the limit of Smoke markers supplied with the game.

General Situation

Vorausabteilung Hochbaum and other elements of the 35th Pz Regiment encounter heavy resistance on the outskirts of Orel near Peprez village. We must penetrate prepared positions outside town and occupy key locations within. Quick capture will guarantee rapid advancement towards Mzensk before the rains begin.



2nd Commander's Forces



2nd Company

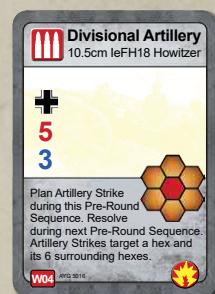


Grenades: Weapon Card W01. Use up to 3 times by any foot Unit(s).

Setup: After the Soviets set up, place your Units in the designated Setup Area for the 2nd Commander.

Artillery Strikes (Weapon Card W04):

Pre-Mission – After the Soviets set up, Germans together plan **six** Artillery Strikes **for Round 1**, in order of execution ([maps at AcademyGames.com/AtB](#)). Target Hexes must be in the LOS of friendly Units.



Beginning of Round 1 – Roll 1d6 to determine the number of successful Artillery Strikes to resolve. Resolve them in the order written during Pre-Mission planning.

Beginning of Round 2 – German Commanders plan **four** Artillery Strikes **for Round 3**, in order of execution. Target Hexes must be in LOS of friendly Units.

Beginning of Round 3 – Roll a 1d6 minus 2 to determine the number of successful artillery strikes to resolve. Resolve them in the order written in Round 2 planning.

Pre-Mission

Round 1

Round 2

Round 3

Round 4

Round 5

1-M01, 4-O08

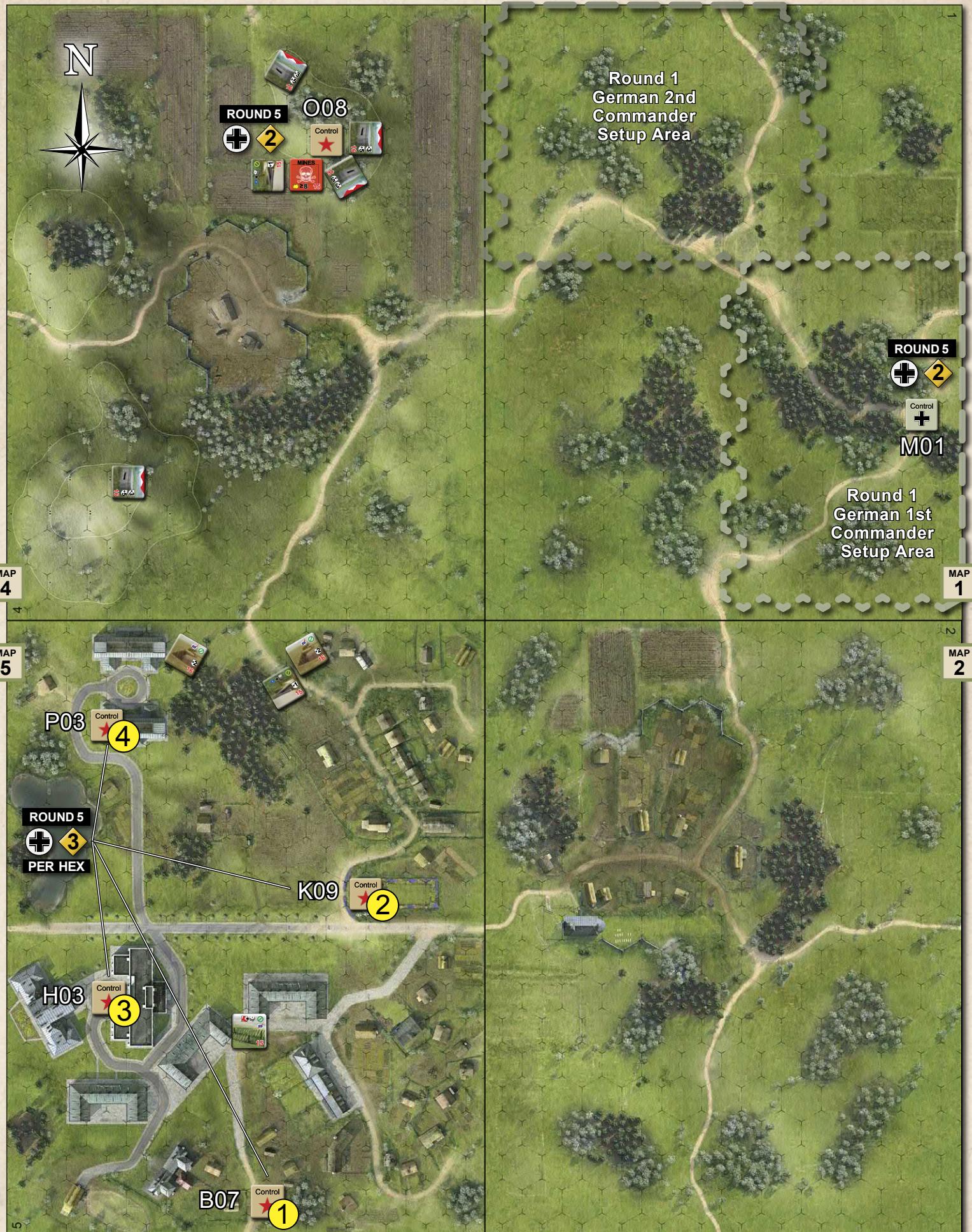
5-B07, 5-H03

5-K09, 5-P03

▲ All 1D6 Artillery die rolls may be modified with up to 2 CAPs – to increase the probability of resolving up to the number of strikes planned.



OKW/ABWEHR: Soviets control a fortified area N/NW of your location - Strength unknown - Orders to follow.





Mission 11 – October 2, 1941 Soviet Setup

Assault on Peprez

◀ German setup on previous page.

4th Panzer Division Operational Log

On the first day of 'Operation Taifun' the Division advanced rapidly towards Tula, capturing many cities along the way. We have met our first strong resistance at the outskirts of Oryol. The Soviets are well entrenched with heavy anti-tank gun support.



Cards 01-17

Soviets set up first.

Soviet Orders

Keep the town from the approaching German forces! Let them deal with the cold of winter.

Place: Soviet Control Markers on 4-O08, 5-P03, 5-K09, 5-H03, 5-B07. Bunkers on 4-E03, 4-Q07, 4-O09, 4-N09. Mines on 4-N04. Road Blocks on 4-N07, 5-Q07. Trenches on 5-R05, 5-R08. Wire on 5-G06.

1st Commander's Forces



Setup: Position your Units anywhere on Maps 2 and 5. Six Units may set up **hidden**, plus all Land Mines are hidden.

1st Company, 1st Augmented Platoon



General Situation

Elements of the German 4th Panzer Division are advancing along the main road from Dmitrovsk towards Oryol. The 6th Guards Rifle Div has prepared defensive positions around Peprez to slow the Germans down. Artillery and numerous truck mounted Katyusha rockets are being rushed forward to support the defenses.



2nd Commander's Forces

2nd Company, 2nd and 3rd Platoons



Molotov: Card may be used **three times** during the Mission by any foot Unit(s).

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 4 **End of Mission:** Per Hex 1-M01, 4-O08 controlled.
- 3 **End of Mission:** Per Hex 5-P03, 5-K09, 5-H03, 5-B07, controlled.

Mission Instructions

Artillery Strikes (Weapon Card W05): The Soviet commanders together plan **four Artillery Strikes** for **Round 1** and five Artillery Strikes for **Round 2**, in order of firing execution. Target Hexes are NOT required to be in the LOS of any Unit. [Download free planning maps at AcademyGames.com/AtB](#).

Beginning of Round 1

Roll 1d6 minus 2 to determine the number of successful OBA strikes to conduct (of the five planned earlier). Resolve these strikes in the order written.

Beginning of Round 2

(following German Artillery resolution)

Roll 1d6 minus 1 to determine the number of OBA strikes to conduct (of the five planned earlier). Resolve these strikes in the order written.



All 1d6 Artillery die rolls may be modified with up to 2 CAPs — to increase the probability of resolving up to 4 maximum Strikes.

Pre-Mission

★ Plan Artillery

Round 1

+ Initiative
★ Artillery
1d6-2

Round 2

★ Artillery
1d6-1

Round 3

Round 4

Round 5

Control
1-M01, 4-O08
★ 4VP each
5-B07, 5-H03
5-K09, 5-P03
★ 3VP each

Mission End





Mission 12 – July 6, 1942

Demolition

General Situation

Lead elements of the 24th Panzer Division, along with the Grossdeutschland Motorized Infantry Division, have entered Voronezh, a major city on the Don River. All is in chaos and the Germans are attempting to blow up a tall communications building. The Russians have been ordered by Stalin to hold the city at all costs.



◀ Cards 01-13 ▶



German Orders

Destroy the communications building!

Commander's Forces

2 +1 10

Fwd Elements



3×Rifles
C10, O11, P11



3×MG34
E10, I11, M11

Assault Company, Main Force



3×Pioneers



1×Rifles



1×HMG34



1×Pz IVE



1×8cm Mortar



1×LeG18
+ Opel Truck

Setup: Place Forward Elements facing as shown.

Round 1: These Units enter via the German Main Force Entry Area from the East.

Victory Points

1 **Immediately:** Per Soviet Unit destroyed.

2 **Immediately:** Each Control Hex that detonates. Place the detonated Control Marker on your Track Sheet.

Mission Instructions

Smoke: The PzIve tank and Pioneers may fire Smoke.

Demolition Charges: Setting or disarming costs no APs and is not considered an action. **To set a charge:** Flip the Control Marker to the German side when Pioneers occupy a Soviet Control Marker Hex free of Soviet Units. At end of that Round:

- If a Pioneer occupies the Hex, the charge detonates. Remove the Control Marker. The German receives 2 VPs.
- If a Soviet occupies the Hex alone, free of Germans, he may try to disarm the charge. Roll a 1d6: on a 5 or 6 the charge is disarmed (flip the Control Marker to the Soviet side).
- If a Pioneer no longer occupies the Hex, the German must roll 1d6: on a 5 or 6 the charge detonates. (The Soviet disarm attempt, if rolled, occurs before this German detonation attempt.)

Detonation (or disarming) can be attempted again at the end of the next Round. Disarmed Hexes may be set again.

General Orders

Grossdeutschland Division will enter Voronezh. The special demolitions team will blow up the city center communications hub.

—Major Gen. Hörlein

Round 1

- ★ Initiative
- ✚ Reinf. Main Force
- ★ Reinforcements
Choose entry edge

Round 2

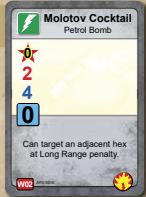
- ★ Soviet 2 CAP
- ★ Reinforcements
Choose entry edge

Round 3

- ★ Soviet 2 CAP
- ★ Reinforcements
Choose entry edge

Round 4

- Un-detonated Control Hexes: G03, H04, I03
- ★ 3 VP



- Mission End

Mission 12 – July 6, 1942

Demolition

Soviet Orders

Keep the Germans out of the city!

Commander's Forces

2 +1 10 1

Map 5 Setup: Soviet Control Markers on I03, H04, and G03.

4th Elite Rifles Company, Defense Garrison

- | | | | |
|-------------------------------|---|--------------------|----------------------|
| 4×Rifles 41
01
02
03 | 3×Maxim
K09, M05,
R09
01
02
03 | 3×SMG
P10
01 | MINES
≥8 15
01 |
|-------------------------------|---|--------------------|----------------------|

Round 1 Reinforcements

- | | |
|----------------------|-------------|
| 2×Rifles
06
07 | 1×SMG
02 |
|----------------------|-------------|

Round 2 Reinforcements

- | | |
|----------------------|-------------|
| 2×Rifles
08
09 | 1×SMG
03 |
|----------------------|-------------|

Round 3 Reinforcements

- | | |
|----------------------|-------------|
| 2×Rifles
10
11 | 1×SMG
04 |
|----------------------|-------------|

Victory Points

1 **Immediately:** Per German Unit destroyed.

3 **End of Mission:** Per un-detonated Control Hex.

Mission Instructions

Molotov Cocktail: May be used twice during the Mission by any Soviet Foot Unit(s).

Disarm Demolition Charges: See German Mission Instructions 2 and 3.

 Soviet Setup: Place Soviet Control Markers  on Hexes I03, H04, and G03.

Rounds 1-3 Soviet Reinforcements North Entry

Rounds 1-3
Soviet
Reinforcements
West Entry

Round 1
German
Main Force
East Entry

PER HEX

-  2 RDS 1-5: WHEN DETONATED
-  3 RD 5: IF UN-DETONATED

Control


Control


Control


I03

H04

G03

Rounds 1-3 Soviet
Reinforcements South Entry

MAP
5

5



Mission 13 – July 22, 1941

Smolensk Breakout

Personal Journal

"The spaces seem endless, the horizons nebulous. The villages look wretched and melancholy, with their straw-thatched wooden houses. The Russian civilian is tough, and the Russian soldier still tougher. He seems to have a limitless capacity for obedience and endurance."

—Leutnant General Stumpff, 20th Panzer Div.



Cards 01-13



German Orders

Hold the crossroads until reinforcements arrive!

1st Commander's Forces

2 +1 **6**

Map 2 Setup: Place German Control Markers on Hexes K05 and H07.

1st Inf Platoon, 3rd Rifles Co



Reinforcements



2nd Commander's Forces

2 +1 **6**

2nd Inf Plt/3rd Rifles Co



Setup: Place these Units in the designated Hexes, facing any direction.

Setup: Place these Units in the Hexes designated, facing any direction.

Round 3: Enter from South.
Add 2 CAPs to your base CAP allotment.

Reinforcements



Round 3: Enter from North.
Add 2 CAPs to your base CAP allotment.

Victory Points

Immediately: Per Soviet Unit destroyed.

End of each Round: Per Control Marker held.

General Situation

The Germans are thinly strung out. Isolated pockets of units would be attacked by Soviet forces trying to break an encirclement from both inside and outside. On July 22, the 2nd Rifles Company of the 111th Infantry Regiment desperately tries to repulse a Soviet breakout near a critical road junction on the northern sector of the Smolensk Pocket. Soviets have surrounded the small German force, which has radioed for reinforcements from a nearby station.

Cards 01-13

Soviet Orders

We must control the crossroads in order to evacuate our heavy guns and armor.

1st Commander's Forces

2 +1 **6**

1st Inf Plt/20 Army Corps



2x Rifles **1x SMG**

Round 1: Enter from East.

Reinforcements



1x Rifles

Reinforcements



1x Rifles

Round 2: Enter from East.
Add 1 CAP to your base CAP allotment.

Round 3: Enter from East.
Add 1 CAP to your base CAP allotment.

2nd Commander's Forces

2 +1 **6**

2nd Inf Plt/20 Army Corps



2x Rifles **1x SMG**

Round 1: Enter from the western Map edge.

Reinforcements



1x Rifles

Reinforcements



1x Rifles

Round 2: Enter from West.
Add 1 CAP to your base CAP allotment.

Round 3: Enter from West.
Add 1 CAP to your base CAP allotment.

Victory Points

Immediately: Per German Unit destroyed.

End of each Round: Per Control Marker held.

Round 1

Initiative

Control H07, K05
 +1 VP +1 VP

Round 2

Reinforcements
 +1 CAP each

Control H07, K05
 +1 VP +1 VP

Round 3

Reinforce.
 +1 CAP each
 +2 CAP each
Control H07, K05
 +1 VP +1 VP

Round 4

Control H07, K05
 +1 VP +1 VP

Round 5

Control H07, K05
 +1 VP
 +1 VP

Round 3
German 2nd Commander Reinforcements Entry Edge

Rounds 1–3
Soviet 2nd Commander Reinforcement Entry Edge

Rounds 1–3
Soviet 1st Commander Reinforcement Entry Edge

K05



H07



H07

RDS 1–5



PER HEX

Round 3
German 1st Commander Reinforcements Entry Edge

MAP 2



Mission 14 – November 26, 1941

Sovkhoz Depot

Personal Journal

"The icy cold, the wretched shelters, the shortage of clothing, the high losses of men and equipment, the lack of heating fuel made the conduct of battle a chore..."

—Generaloberst Guderian



Orders

Hold the Supply Depots!

Commander's Forces



Cards 01-13



Map 4 Setup: Place German Control Markers that represent **Supply Depots** on Hexes I05 and I07.

Setup: Place all Mines (*hidden*), Wire, and Road Blocks anywhere on the Map. **After the Soviet declares** which Map edge they will enter from, place your Units within the confines of the Sovkhoz (Soviet state owned farm - *Outlined*).

Platoon Remnants/Obstacles/Fortifications



Beginning Round 3: Declare from which edge of the Map the 4th Panzer Division reinforcements will arrive in **Round 4**.

4th Panzer Division Reinforcements



Round 4: Enter from the selected Map edge.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 1 **End of Round 3:** Per supply depot controlled.
- 1 **End of Mission:** Per supply depot controlled.

General Situation

In their drive for Moscow, the German army ground to a halt within a few kilometers of the city. On December 2, the temperature sank to -37C; cold German tank engines would not start and gun breeches were frozen shut. The better-prepared Soviets attacked across the front and blew holes in the German defenses. In desperation, the Germans marshaled what supplies they could find, and fortified villages as much as possible. On December 3, a company of the German 82nd Infantry Regiment, stationed 10km east of Tula, is attacked by elements of the 1st Guard Cavalry Corps. The exhausted Germans must hold the supply depots. Surrender is not an option.



Orders

Overrun the Germans and take control of their Supply Depots (Control Markers)!

Commander's Forces



Setup: Declare which edge of the Map you will use for entry.

Round 1: The German Commander will position his forces, after which your Units enter the Map from declared edge.

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 1 **End of Round 2:** Per supply depot controlled.
- 1 **End of Mission:** Per supply depot controlled.

Pre-Mission

- + Place Mines and Obstacles
- ★ Declare entry Map edge
- + Set up forces

Round 1

- ★ Initiative

Round 2

- ★ 1 VP Each Supply Depots

Round 3

- + Declare entry Map edge for Reinforcements
- + 1 VP Each Supply Depots

Round 4

- + Reinforcements

Round 5

- ★ 1 VP + 1 VP Each Supply Depots

Mission End

Pre-Mission: Soviet Commander Declares Entry Edge (N, S, E, W)



Sovkhoz
Round 1
German
Setup Area

I05
Control

I07
Control

RD 2 RD 3 RD 5

0 1 1
1 0 1

PER HEX

Round 3: German Commander Declares Reinforcements Entry Edge (N, S, E, W)



Mission 15 – July 15, 1941

Battle for Mogilev

July 15, 1941 6th Company Log

The Soviets countered our thrust over the Dnepr River with a strong attack led by the 13th Soviet Army under the command of Lieutenant General Gerassimenko. We parried with the 3rd Panzer Div and the "Grossdeutschland" Motorized Inf. Reg. The Soviets were finally encircled by the VII Army Corps under General Fahrbacher. A desperate battle ensued in and around the city of Mogilev. It lasted over a week. The Soviets cannot retreat and seem to have run out of artillery munitions, but they refuse to surrender.



Cards 01-13



Only half of Map 5 is used

Orders

Take and hold the main city buildings.

Commander's Forces

2 +1 12

6th Co, 15th Inf Div. 1st/3rd Plt

3 Rifles 41	01 02	03 04	05 06
2 MG34 1	09 10	11 12	13
2 Pioneers 1	16	17	
6x Rifles			

5x MG34	01 02	03 04	05 06
2x Pioneer	09 10	11 12	13
5x MG34			

Setup: Place your Units in the German Setup Area **after** the Soviets set up their forces. Your Units may face any direction.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 1 **End of each Round:** Per Hex controlled (C04, E02, F05, H01, H04, and H07). Up to 6 VP.

Mission Instructions

German Pioneers

- In addition to firing Smoke, Pioneers may also use **Flamethrowers** (18.0). When attacking, if either Unit rolls under a < 7 on 2d6 (unmodified), it signifies they are both out of fuel and may no longer utilize the flamethrower as an option.
- Building Control for this Mission:** A building is 'controlled by the Germans' if there are no Soviet Units present in **any** of the building's Hexes. Otherwise, a building is still controlled by the Soviets, and the Control Marker remains Soviet side up.

Aftermath

The 15th finally took the city center on July 27 with heavy losses. During the battle, Generaloberst Guderian continued his attacks along the entire Dnepr River front. The infantry divisions later closed ranks on the Dnepr and the Battle of Smolensk began.

General Situation

On July 26, four infantry divisions of the VII Army Corps - the 7th, 15th, 23rd and 78th launched a concentrated attack into the heart of Mogilev. The 15th Infantry Division under Lieutenant General Hell must take the city center without tank or artillery support. The Soviets have mined the center heavily and are well entrenched. The 15th must take the major city objectives.

Orders

Control all key areas of the city center.

Commander's Forces

2 +1 6 1

Map 5 Setup: Place Soviet Control Markers on Hexes C04, E02, F05, H01, H04, and H07.

1st Infantry Div. 2nd Company

4 Rifles 41 1	20	17
4 NKVD 1	21	18
3 MMG Maxim 2	22	
MINES		
9x Rifles		
3x NKVD		
2x Maxim		
6x Mines (hidden)		
4x Hasty Defense		

Reinforcements

3 SMG 1	13
4 SMG	14
	15
	16

Setup: Place your Units in the Soviet Setup Area before the German set up. Mines and Hasty Defenses may be placed in buildings with Units.

Round 3: Enter from the Northern edge of the Map.

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 1 **End of each Round:** Per Hex controlled (C04, E02, F05, H01, H04, and H07). Up to 6 VP.

Mission Instructions

- Building Control:** A building is controlled by the Germans if there are no Soviet Units present in **any** of its Hexes. Otherwise, a building is considered still controlled by the Soviets and the Soviet Control Marker remains.

Round 1

+ Initiative
Control Buildings
+ 1 VP ★ 1 VP

Round 2

★ Reinforcements
Control Buildings
+ 1 VP ★ 1 VP

Round 3

Control Buildings
+ 1 VP ★ 1 VP

Round 4

Control Buildings
+ 1 VP ★ 1 VP

Round 5

Control Buildings
+ 1 VP ★ 1 VP

5

MAP
5

Round 3
Soviet Reinforcement
Entry Area

Control



H01

Control



E02

Control



H04

Control



F05

Control



C04

Round 1
Soviet
Setup Area

ROUNDS 1-5

FOR EACH
CONTROL
HEX

Control



H07

Round 1
German Setup Area



N

A01

B01

C01

D01

E01

F01

G01

H01

I01

J01

K01

L01

M01

N01

O01

P01

Q01

R01

S01

T01

U01

V01

W01

X01

Y01

Z01

A02

B02

C02

D02

E02

F02

G02

H02

I02

J02

K02

L02

M02

N02

O02

P02

Q02

R02

S02

T02

U02

V02

W02

X02

Y02

Z02

A03

B03

C03

D03

E03

F03

G03

H03

I03

J03

K03

L03

M03

N03

O03

P03

Q03

R03

S03

T03

U03

V03

W03

X03

Y03

Z03

A04

B04

C04

D04

E04

F04

G04

H04

I04

J04

K04

L04

M04

N04

O04

P04

Q04

R04

S04

T04

U04

V04

W04

X04

Y04

Z04

A05

B05

C05

D05

E05

F05

G05

H05

I05

J05

K05

L05

M05

N05

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P05

Q05

R05

S05

T05

U05

V05

W05

X05

Y05

Z05

A06

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C06

D06

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G06

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M06

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P06

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A07

B07

C07

D07

E07

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H07

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M07

N07

O07

P07

Q07

R07

S07

T07

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A08

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C08

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E12

F12

G12

H12

I12

J12

K12

L12

M12

N12

O12

P12

Q12

R12

S12

T12

U12

V12

W12

X12

Y12

Z12



Mission 16 – June 6, 1942

Belbek Valley

Personal Journal

"The Bolsheviks are fanatical. We fire tank and AT gun shots point blank into their bunkers and they just do not give up!"

—Feldwebel Rudi Drescher



Cards 01-17



German Orders

Take Hill Hex 3-N05.

Commander's Forces

2 +1 10

Setup: Place your Units after the Soviets place their Units.

1st Company, 436th Infantry Regiment

7×Rifles	5×MG34	2×Pioneer	1×Inf Gun
1×Pz IIIJ	2×8cm Mortar		

Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 1 End of each Round: Control Hex 3-N05.

Mission Instructions

Divisional Artillery (Weapon Card W06). You may plan and fire this artillery twice, simultaneously during one Round or once in two different Rounds. Any Unit may spot.

Smoke: The Infantry Gun, Artillery, Mortars, and Pioneers may fire Smoke.



Round 1

Initiative
Control 3-N05
 1 VP

Round 2

Initiative
Control 3-N05
 1 VP

Round 3

Initiative
Control 3-N05
 1 VP
 1 SP

Round 4

Initiative
Control 3-N05
 1 VP
 1 SP

Round 5

Initiative
Control 3-N05
 1 VP
 1 SP

General Situation

Early June 1942: Germans battled close to the great fortress city of Sevastopol on the Black Sea. Elements of the 436th Infantry Regiment fight to control heavily fortified hills north of Sevastopol in the Belbek Valley. They must capture important high ground south of the Soviet fortification called "The Bastion".

Soviet Orders

Bleed the Germans dry!

Commander's Forces

2 +1 10 1

Maps 3 and 4 Setup: Soviet Control Marker on Hex N05

Setup: Place Units first, anywhere on Map 3.

Coastal Army and NKVD Elements

7×Rifles	3×NKVD	2×Maxim	2×82cm Mortar
1×ZIS-30 Immobilized	No Rally Immobilized 1 VP		

Any two Units and all placed Land Mines may be set up hidden.

Place up to 20 points worth of Fortifications and Obstacles (see Cost Table table on Map).

Note: Hiding Units may be effective during this Mission.

Victory Points

- 1 Immediately: Per German Unit destroyed.
- 1 Rounds 3, 4, 5: For control of Hex 3-N05.

Mission Instructions

Smoke: 82cm Mortars may fire Smoke.

Aftermath

Carnage on both sides was severe. Units fought to the last man. The Germans finally took the stronghold via intensive artillery with the aid of Stuka support. But their grip was tenuous at best, and would not last.

N

RDS 1-5



RDS 3-5



N05



**Round 1
Soviet Setup Area
Purchase Obstacles
and Fortifications
Set up First**

OBSTACLE/FORTIFICATION	POINT COST
Wire, Roadblock, Hasty Defense	1
Trench	2
Land Mine (may be hidden)	3
Bunker	5

Soldiers of the Red Army

After the dark early days of the Western borders fights, the Red Army slowly began to adapt and gain some fighting spirit. Historians ask a simple question: Why or 'what for' did the Red Army troops fight?

It certainly was not for Stalin, although saying so aloud could cost your life. Many hated the regime and its forced collectivization. There was certainly fear, for troops disobeying were often shot by their officers. There was despair and rage at the violence and acts of killing in an inhumane war. But it was also idealism, for many felt that they belonged to a new social idea, and the will to defend one's homeland as the frontline progressed toward their home.

The Red Army consisted of Russians, Georgians, Ukrainians, Byelorussians and citizens of the Central Asia Republics. It was a complex multi-ethnic institution that was compelled by both ruthless discipline and maniacal behavior. It was also a crude tool for the time; many soldiers had never seen a train or an electric light bulb before joining the ranks.

But they fought, and died, by the millions. And as sordid stories of Soviet captives came seeping through, they gave as much as they took.

MAP 3

MAP 4

**Round 1
German Setup Area
Set up Second
Plan any Artillery**

◀ Monster Tanks KV-1 and KV-2

(Illustration on facing page)

At 44 tons, the Soviet KV-1 heavy tank had 80mm of armor in front and sides, and a 76,2mm gun capable of dealing with infantry and tanks. Successful against the Finns in 1940, its gun was nevertheless found too weak against the Finnish bunkers. A 152mm assault version was designed around the M-10 howitzer and named KV-2. The result was an impressive tank, powerful but unwieldy, with a slow rate of fire. Against fast-moving targets such as enemy tanks, it proved inadequate to keep up.

Operation Barbarossa (continued from page 3)

to help cut off Leningrad and one Panzer Group south to help encircle more Red Army formations.

In Ukraine, the newly transferred 2nd Panzer Group helped the Army Group South encircle and win the pocket battle of Kiev by September 26. The pocket defeat at Kiev led to the capture of another 660,000 Soviet soldiers and ripped open the southern front for a length of 250 miles. The German High Command regained its confidence and finally ordered the attack on Moscow.

In the battles of Viazma and Bryansk in October, another 600,000 Soviet soldiers were captured. But the question was, 'Could the Wehrmacht win the campaign before winter began?' On October 20, already late in the year, Army Group Center resumed its advance on the Soviet capital. Unfortunately for the Germans, rain turned the ground to mud and then temperatures plummeted which slowed and finally stopped the Wehrmacht. German strength had eroded significantly since the start of the campaign in June, while replacements for men and materials barely trickled in. Moreover, Soviet resistance stiffened in front of their capital.

Aftermath

"Operation Barbarossa" had failed. The German objective had been the quick capitulation of the Soviet Union. The Germans had delayed the beginning of the invasion too long and had run out of time due to the arrival of a brutal



'Forward, Victory is Close!' A Soviet poster of 1941. This overly optimistic slogan did little to prepare Soviet soldiers and citizens for the extent of the sacrifice demanded of them to win the 'Great Patriotic War'.

Russian winter. Operation Barbarossa had taken the lives of 3 million Soviet soldiers and another 3 million prisoners of war. Germany and its allies lost a combined total of 1 million dead and wounded.

The Wehrmacht would resume its attack in spring 1942. Germany and the Soviet Union had suffered great losses in 1941, and German strength and supply were diminished to the point that the new offensive, code-named "Fall Blau" (Case Blue), concentrated only on the southern part of the front, directed towards the Baku oil fields. It would end at Stalingrad and in the Caucasus.

CONFlict
HEROES

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Design Credits

The following people helped in the development of the game. We appreciate the numerous ideas, hours of historical research, and stimulating discussions.

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Conflict of Heroes: Awakening the Bear!

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